

1 **CLAIMS**

2 1. A method comprising:  
3 initiating an online gaming activity from a gaming system with multiple  
4 users; and  
5 authenticating the multiple users together in a single request/reply exchange  
6 with an authentication entity.

7  
8 2. A method as recited in claim 1, wherein the authenticating comprises:  
9 submitting a request from the gaming system to the authentication entity,  
10 the request containing identities of the multiple users; and  
11 returning a reply from the authentication entity to the gaming system that  
12 can be used to authenticate the multiple users in the online gaming activity.

13  
14 3. A method as recited in claim 1, wherein the authenticating comprises:  
15 forming, at the gaming system, a request containing an identity string that  
16 includes a gaming system identity, multiple user identities, and an identity of an  
17 online service;  
18 submitting the request from the gaming system to the authentication entity;  
19 creating, at the authentication entity, a reply containing the identity string  
20 and a session key  $K_{XA}$  to be used in communication between the gaming system  
21 and the online service, the reply being encrypted with a key associated with the  
22 online service; and  
23 returning the reply from the authentication entity to the gaming system.

24  
25

1           4.    A method as recited in claim 1, wherein the authenticating comprises  
2 exchanging messages specified in the Kerberos protocol, the response message  
3 containing a ticket having a authorization data field which acknowledges that  
4 multiple identities have been authenticated.

5  
6           5.    One or more computer-readable media comprising computer-  
7 executable instructions that, when executed, perform the method as recited in  
8 claim 1.

9  
10          6.    A method comprising:  
11           submitting a request from a game console to a ticket issuing entity, the  
12 request containing a game console identity, multiple user identities, and an identity  
13 of an online service;

14           returning a ticket from the ticket issuing entity to the game console, the  
15 ticket containing the game console identity and the multiple user identities  
16 encrypted with a key associated with the online service;

17           passing the ticket from the game console to the online service; and  
18 decrypting the ticket at the online service, wherein after the decrypting the  
19 authenticity of the multiple users contained in the ticket is trusted.

20  
21          7.    A method as recited in claim 6, wherein the request further includes  
22 an identity of the game console, and the game console identity is included in the  
23 issued ticket.

1       **8.**    A method as recited in claim 6, further comprising sending some  
2   cryptographical information to prove knowledge of the user's key while  
3   submitting the request.  
4

5       **9.**    A method as recited in claim 6, wherein the ticket further includes at  
6   least one of the online service identity, a time that the ticket is generated, a second  
7   time parameter indicative of when the ticket expires, and a randomly generated  
8   session key to be used in communication between the game console and the online  
9   service.  
10

11       **10.**   A method as recited in claim 6, wherein the returning further  
12   comprises sending an attached message along with the ticket from the ticket  
13   issuing entity to the game console, the message containing a randomly generated  
14   session key to be used in communication between the game console and the online  
15   service.  
16

17       **11.**   A method as recited in claim 10, wherein the attached session  
18   message is encrypted with a key associated with the game console.  
19

20       **12.**   A method as recited in claim 10, wherein the passing comprises  
21   sending a second message with a current time encrypted with the session key.  
22  
23  
24  
25

1        13.     A method as recited in claim 12, wherein the ticket further includes  
2 a randomly generated session key and the verifying, at the online service, further  
3 comprises:

4        decrypting the ticket using the key associated with the online service to  
5 recover the session key;

6        decrypting the second message with the session key to recover the current  
7 time; and

8        authenticating the multiple users and the game console in the event that the  
9 recovered current time is within an acceptable time window from the current time.

10  
11       14.     A method as recited in claim 6, further comprising:

12       sending a reply from the online service to the game console; and

13       verifying, at the game console, an authenticity of the reply.

14  
15       15.     One or more computer-readable media comprising computer-  
16 executable instructions that, when executed, perform the method as recited in  
17 claim 6.

18  
19       16.     A method comprising:

20       creating, at a game console, multiple validated user identities  $(U_1, H_1)$ ,  $(U_2,$   
21  $H_2)$ , ...,  $(U_U, H_U)$  composed of user identities  $U_1, U_2, \dots, U_U$  and associated values  
22  $H_1, H_2, \dots, H_U$  derived from the user's key;

23       forming, at the game console, a request containing an identity string that  
24 includes a game console identity  $X$ , a game title identity  $G$ , the multiple validated  
25 user identities, and an identity  $A$  of an online service, as follows:

1  
2 Request = [X, G, A, (U<sub>1</sub>, H<sub>1</sub>), ..., (U<sub>U</sub>, H<sub>U</sub>)];  
3

4 submitting the request from the game console to a ticket issuing entity;  
5 creating, at the ticket issuing entity, a ticket containing the identity string  
6 and a session key K<sub>XA</sub> encrypted with a key K<sub>A</sub> associated with the online service,  
7 as follows:  
8

9 Ticket = E<sub>K<sub>A</sub></sub>[K<sub>XA</sub>, X, G, A, U<sub>1</sub>, U<sub>2</sub>, U<sub>3</sub>, U<sub>4</sub>];  
10

11 sending the ticket along with the session key K<sub>XA</sub> from the ticket issuing  
12 entity to the game console;

13 passing the ticket from the game console to the online service along with  
14 data encrypted using the session key K<sub>XA</sub>; and

15 verifying the ticket at the online service by decrypting the ticket using the  
16 online service key K<sub>A</sub>, extracting the session key K<sub>XA</sub> from the decrypted ticket,  
17 and decrypting the data from the game console using the session key K<sub>XA</sub>.  
18

19 17. A method as recited in claim 16, wherein the creating comprises  
20 computing cryptographic hash digests of user keys associated with the multiple  
21 users, each user identity being a combination of the user identity and the  
22 cryptographic hash of an associated user key.  
23  
24  
25

1       **18.**    A method as recited in claim 16, wherein the creating comprises  
2 encrypting a time value using keys associated with the multiple users, each user  
3 identity being a combination of the user identity and the current time encrypted  
4 with the user key.

5  
6       **19.**    A method as recited in claim 16, wherein the request further  
7 includes an identity of the game console.

8  
9       **20.**    A method as recited in claim 16, wherein the ticket further includes  
10 at least one of a time that the ticket is generated and a second time parameter  
11 indicative of when the ticket expires.

12  
13       **21.**    A method as recited in claim 16, further comprising encrypting the  
14 session key  $K_{XA}$  with a key associated with the game console before said sending  
15 of the session key to the game console.

16  
17       **22.**    A method as recited in claim 16, wherein the data comprises a time  
18 value representative of a current time.

19  
20       **23.**    A method as recited in claim 16, wherein the data comprises a time  
21 value representative of a current time, and the verifying comprises authenticating  
22 the game console and the multiple users in an event that the time value received  
23 from the game console is within an acceptable time window from a current time.

1       **24.**     A method as recited in claim 23, further comprising:  
2       sending a reply from the online service to the game console, the reply  
3       containing the time value encrypted using the session key  $K_{XA}$ ; and  
4       verifying, at the game console, an authenticity of the online service in an  
5       event that the game console successfully decrypts the time value using the session  
6       key  $K_{XA}$ , and the time value returned matches the time value sent to the online  
7       service.

8  
9       **25.**     One or more computer-readable media comprising computer-  
10      executable instructions that, when executed, perform the method as recited in  
11      claim 16.

12  
13      **26.**     A method for operating a game console, comprising:  
14      submitting a request to a ticket issuing entity, the request containing  
15      multiple user identities and an identity of an online service; and  
16      receiving a single ticket from the ticket issuing entity that can be used to  
17      authenticate the multiple user identities to the online service.

18  
19      **27.**     A method as recited in claim 26, wherein the request further  
20      includes at least one of an identity of the game console and an identity of a game  
21      title being played in the game console.

1       **28.**    A method as recited in claim 26, further comprising  
2 cryptographically deriving the user identities from information associated with the  
3 users.

4  
5       **29.**    A method as recited in claim 26, wherein the ticket includes at least  
6 one of (1) the multiple user identities, (2) the identity of the online service, (3) an  
7 identity of the game console, (4) an identity of a game title being played in the  
8 game console, (5) a time that the ticket is generated, (6) a second time parameter  
9 indicative of when the ticket expires, and (7) a randomly generated session key to  
10 be used in communication between the game console and the online service.

11  
12       **30.**    A method as recited in claim 26, further comprising sending the  
13 ticket to the online service.

14  
15       **31.**    One or more computer-readable media comprising computer-  
16 executable instructions that, when executed, perform the method as recited in  
17 claim 26.

18  
19       **32.**    A method for operating a game console, comprising:  
20       submitting a request to a ticket issuing entity, the request containing  
21 multiple user identities and an identity of the game console; and  
22       receiving a single ticket from the ticket issuing entity that can be used to  
23 authenticate the multiple user identities and the game console.  
24  
25



1       **33.**     A method for operating a game console, comprising:  
2       creating a request with multiple user identities of multiple users who are  
3       playing on a game console; and  
4       submitting the request to a third party.

5  
6       **34.**     A method as recited in claim 33, wherein the request includes at  
7       least one of an identity of an online service, an identity of the game console, an  
8       identity of a game title being played in the game console.

9  
10       **35.**    A method as recited in claim 33, further comprising receiving a  
11       single ticket from the ticket issuing entity that can used to authenticate the  
12       multiple user identities to another entity.

13  
14       **36.**    One or more computer-readable media comprising computer-  
15       executable instructions that, when executed, perform the method as recited in  
16       claim 33.

17  
18       **37.**    A method comprising:  
19       receiving a request from a game console, the request containing multiple  
20       user identities of multiple users who are playing at the game console and an  
21       identity of a third party;  
22       generating a single ticket to be used to authenticate the multiple user  
23       identities to the third party; and  
24       returning the ticket to the game console.  
25

1           **38.**    A method as recited in claim 37, wherein the request further  
2 includes at least one of (1) an identity of the game console and (2) an identity of a  
3 game title being played in the game console.  
4

5           **39.**    A method as recited in claim 37, wherein the ticket includes at least  
6 one of (1) the multiple user identities, (2) the identity of the third party, (3) an  
7 identity of the game console, (4) an identity of a game title being played in the  
8 game console, (5) a time that the ticket is generated, (6) a second time parameter  
9 indicative of when the ticket expires, and (7) a randomly generated session key to  
10 be used in communication between the game console and the third party.  
11

12           **40.**    A method as recited in claim 37, further comprising encrypting the  
13 ticket with a key associated with the third party prior to said returning the ticket.  
14

15           **41.**    A method as recited in claim 37, further comprising:  
16           generating a session key to be used in communication between the game  
17 console and the third party; and  
18           sending the session key to the game console.  
19

20           **42.**    One or more computer-readable media comprising computer-  
21 executable instructions that, when executed, perform the method as recited in  
22 claim 37.  
23  
24  
25

1       **43.**     A method comprising:  
2       receiving a request from a game console, the request containing multiple  
3       user identities of multiple users who are playing at the game console; and  
4       issuing a single ticket to be used to authenticate the multiple user identities.  
5

6       **44.**     A method comprising:  
7       receiving a request from a game console, the request containing multiple  
8       user identities of multiple users who are playing at the game console and an  
9       identity of the game console; and  
10      issuing a single ticket to be used to authenticate the multiple user identities  
11      and the game console.  
12

13      **45.**     A method for manufacturing a game console, comprising:  
14      constructing a game console with associated authentication information;  
15      and  
16      storing the authentication information in a database to be used for  
17      authenticating the game console after the game console is released from  
18      manufacturing.  
19

20      **46.**     A method as recited in claim 45, wherein the authentication  
21      information comprises at least one of a hard disk drive ID, a CPU ID, a first value  
22      derived from the hard disk ID, a second value derived from the CPU ID, and a  
23      third value derived from a combination of the hard disk drive ID and the CPU ID.  
24  
25

1       **47.**    A method as recited in claim 45, wherein the authentication  
2 information comprises one or more serial numbers of hardware components in the  
3 game console.

4  
5       **48.**    A method as recited in claim 45, wherein the authentication  
6 information comprises a random key generated at manufacturing time.

7  
8       **49.**    A method as recited in claim 45, further comprising securely  
9 transferring the database to an authentication site for access by an authentication  
10 server.

11  
12       **50.**    A method as recited in claim 45, further comprising creating, at the  
13 authentication server, account names/passwords for the game consoles identified  
14 in the database.

15  
16       **51.**    One or more computer-readable media comprising computer-  
17 executable instructions that, when executed, perform the method as recited in  
18 claim 45.

19  
20       **52.**    A method for validating an authenticity of a game console,  
21 comprising:

22       receiving, from the game console, authentication information that is  
23 associated with the game console at a time of manufacturing; and

24       evaluating the authentication information to determine whether the game  
25 console is valid.

1  
2       **53.**    A method as recited in claim 52, wherein the authentication  
3 information comprises at least one of a hard disk drive ID, a CPU ID, a first value  
4 derived from the hard disk ID, a second value derived from the CPU ID, and a  
5 third value derived from a combination of the hard disk drive ID and the CPU ID.  
6

7       **54.**    A method as recited in claim 52, wherein the evaluating comprises  
8 using a database of authentication information for game consoles to determine  
9 whether the authentication is valid.  
10

11       **55.**    A method as recited in claim 52, wherein the evaluating comprises  
12 ascertaining whether an account for the game console associated with the  
13 authentication information has already been established.  
14

15       **56.**    A method as recited in claim 52, further comprising, in an event that  
16 the game console is valid, generating an identity and a cryptographic key for the  
17 game console.  
18

19       **57.**    A method as recited in claim 52, further comprising, in an event that  
20 the game console is valid, creating an account for the game console.  
21

22       **58.**    One or more computer-readable media comprising computer-  
23 executable instructions that, when executed, perform the method as recited in  
24 claim 52.  
25

1       **59.**   A computer-readable medium for a game console comprising  
2 computer-executable instructions that, when executed, direct the game console to:

3       create multiple validated user identities  $(U_1, H_1), (U_2, H_2), \dots, (U_U, H_U)$   
4 composed of the multiple user identities  $U_1, U_2, \dots, U_U$  and associated values  $H_1,$   
5  $H_2, \dots, H_U$  derived from the user's key;

6       form a request containing a game console identity  $X$ , a game title identity  
7  $G$ , the multiple user identities, and an identity  $A$  of an online service, as follows:

8  
9               Request =  $[X, G, A, (U_1, H_1), \dots, (U_U, H_U)]$ ; and

10  
11       submit the request to a ticket issuing entity over a network.

12  
13       **60.**   A computer-readable medium as recited in claim 59, further  
14 comprising computer-executable instructions that, when executed, direct the game  
15 console to compute cryptographic hash digests of user keys associated with the  
16 multiple users, each user identity being a combination of the user identity and the  
17 cryptographic hash of an associated user key.

18  
19       **61.**   A computer-readable medium as recited in claim 59, further  
20 comprising computer-executable instructions that, when executed, direct the game  
21 console to encrypt a time value using keys associated with the multiple users, each  
22 user identity being a combination of the user identity and the encrypted time value.

1       **62.** A computer-readable medium as recited in claim 59, further  
2 comprising computer-executable instructions that, when executed, direct the game  
3 console to form the request to further include at least one of an identity of the  
4 game console, a random nonce, and a checksum value to ensure receipt of all  
5 contents of the request.

6  
7       **63.** A computer-readable medium as recited in claim 59, further  
8 comprising computer-executable instructions that, when executed, direct the game  
9 console to:

10       receive a ticket from the ticket issuing entity, the ticket containing the game  
11 console identity X, the game title identity G, the multiple user identities, the online  
12 service identity A, and a session key  $K_{XA}$  together encrypted with a key  $K_A$   
13 associated with the online service, as follows:

$$\text{TicketA} = E_{K_A}[K_{XA}, X, G, A, U_1, U_2, \dots U_U];$$

14  
15  
16  
17       receive the session key  $K_{XA}$  from the ticket issuing entity; and  
18       pass the ticket from the game console to the online service along with some  
19 information encrypted using the session key  $K_{XA}$ .

20  
21       **64.** A computer-readable medium comprising computer-executable  
22 instructions that, when executed, perform operations comprising:

23       receive a request from a game console, the ticket containing an identity  
24 string that includes a game console identity X, a game title identity G, multiple  
25

1 user identities  $(U_1, H_1), \dots, (U_U, H_U)$ , and an identity  $A$  of an online service, as  
2 follows:

3  
4  $\text{Request} = [X, G, A, (U_1, H_1), \dots, (U_U, H_U)];$  and

5  
6 generate a ticket containing the identity string and a session key  $K_{XA}$   
7 together encrypted with a key  $K_A$  associated with the online service, as follows:

8  
9  $\text{TicketA} = E_{K_A}[K_{XA}, X, G, A, U_1, U_2, \dots, U_U];$  and

10  
11 return the ticket to the game console.

12  
13 **65.** A computer-readable medium as recited in claim 64, further  
14 comprising computer-executable instructions that, when executed, direct the game  
15 console to generate the request to further include at least one of a time that the  
16 ticket is generated and a time length before expiration of the ticket.

17  
18 **66.** A computer-readable medium as recited in claim 64, further  
19 comprising computer-executable instructions that, when executed, direct the game  
20 console to encrypt the session key  $K_{XA}$  with a key associated with the game  
21 console and send the encrypted session key to the game console.



1       **67.**   A single gaming ticket data structure embodied on a computer  
2 readable, comprising multiple user identities of users playing at a game console,  
3 encrypted using a key associated with a third party entity to which the multiple  
4 users are to be authenticated.

5  
6       **68.**   A single gaming ticket data structure embodied on a computer  
7 readable, comprising multiple user identities of users playing at a game console  
8 and an identity of the game console, encrypted using a key associated with a third  
9 party entity to which the multiple users are to be authenticated.

10  
11       **69.**   A game console, comprising:  
12       a memory; and  
13       a processor coupled to the memory, the processor being configured to  
14 obtain authentication of multiple users of the game console together in a single  
15 request/reply exchange with an authentication entity.

16  
17       **70.**   A game console as recited in claim 69, wherein the request contains  
18 a game console identity, a game title identity of a game being played in the game  
19 console, multiple user identities, and an identity of an online service.

1        71. A game console as recited in claim 70, wherein the memory  
2 comprises a hard disk drive with an associated hard disk ID and the processor has  
3 an associated processor ID, and the processor is configured to submit at least one  
4 of the hard disk ID, the CPU ID, and a value derived from the CPU ID to a third  
5 party as part of a process to obtain the game console identity.

6  
7        72. A system, comprising:  
8 a ticketing issuing entity;  
9 a game console configured to submit a request to the ticket issuing entity,  
10 the request containing multiple user identities and an identity of an online service;  
11 and  
12 the ticket issuing entity being configured to generate a single ticket that can  
13 be used by the game console to authenticate the multiple user identities to the  
14 online service.

15  
16        73. A system, comprising:  
17 a ticketing issuing entity;  
18 a game console configured to submit a request to the ticket issuing entity,  
19 the request containing multiple user identities; and  
20 the ticket issuing entity being configured to generate a single ticket that can  
21 be used by the game console to authenticate the multiple user identities to a third  
22 party.

23  
24        74. A system, comprising:  
25 a ticketing issuing entity;

1 a game console configured to submit a request to the ticket issuing entity,  
2 the request containing multiple user identities and an identity of the game console;  
3 and

4 the ticket issuing entity being configured to generate a single ticket that can  
5 be used by the game console to authenticate the multiple user identities and the  
6 game console to a third party.